



WILDLIFE RESCUE

FAQ and Advanced Rules

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FREQUENTLY ASKED QUESTIONS

GENERAL

1. What is a critically endangered species?

A species may be classified as critically endangered for several reasons, including when experts believe it has a 50% chance of becoming extinct in the wild within ten years.

2. Who classifies a species as critically endangered?

IUCN, the International Union for Conservation of Nature, is the world authority on endangered species. For more information visit the IUCN website [www.iucn.org].

3. Why do zoos keep endangered species?

Keeping endangered species in captivity is often necessary for the survival of a critically endangered species. Zoos, such as Marwell Zoological Park near Winchester, which provided the inspiration for *Wildlife Rescue*, play a vital part in the global effort to save threatened animals by developing conservation breeding programmes and implementing conservation activities in the animal's natural habitat. For example, the last remaining wild California condors, a species featured in the game, were taken into captivity in 1987. Without zoo conservation programmes that led to its re-introduction into the wild, this species would have become extinct.

4. Who runs the ARKive project?

The ARKive project is run by Wildscreen, a UK-based educational charity working globally to promote the public appreciation of biodiversity and the conservation of nature through the power of wildlife imagery. Patrons include Sir David Attenborough. A letter from ARKive and facts on endangered species are included with *Wildlife Rescue*.

5. Why is Dice Maestro donating to ARKive?

Firstly – and most importantly – we believe it would be indefensible to make profits from a game about endangered species without giving something back to help promote their conservation. Second, ARKive was invaluable in obtaining information and imagery for the game. Finally, as a matter of principle, we believe companies, whatever their size and industry, must actively support the community on which their sales depend.

GAME PLAY

6. Why isn't there the same number of wildlife cards for each species?

In *Wildlife Rescue* there are 18 wildlife cards featuring eight critically endangered species. There are two species for each dice face colour, e.g. the Ceylon rose butterfly and dama gazelle are on a blue background. Each species with the same colour background has exactly the same chance of being rolled (see our *Playing To Win* guide for more on probability and odds). However, the Ceylon rose is worth more points than the dama gazelle because it is rarer in the game – there are only two Ceylon rose wildlife cards while there are three dama gazelle cards.

7. Does the points value reflect how endangered the species is?

Not necessarily. All the eight species are classified as critically endangered and no 'league tables' exist for which species are more endangered than others. Also the populations and status of endangered species can change over time.

8. Does the game end immediately when “all but three wildlife cards have been collected”?

Yes. This rule often provides a tactical edge in the end phase of the game as the leading player should try to end the game as soon as possible. If players explicitly agree beforehand they can continue playing until every player has had the same number of turns.

9. Why doesn't the game end when all the wildlife cards have been collected?

To introduce more variety into the game play, as well as making the game shorter in duration, the ending condition of the standard game is when “all but three wildlife cards have been collected.” Typically the last cards to be collected will be the pink coloured ones (Javan rhinoceros, Amur leopard) or the yellow ones (California condor, mountain gorilla) because these are the ones least likely to be rolled, which is why they score more. If the game ended when all wildlife cards had been collected then the final rounds of the games would tend to be the same: players throwing for the higher value species. However, players can decide to play until all wildlife cards have been collected (see Advanced Rule C).

10. Do players have to keep their wildlife cards and zoo collection cards face-up?

Yes, all cards should be visible to all players. The only exception is when a zoo collection is completed – these cards are placed face-down (see Rule 5). Experienced players can opt for a more challenging game where cards are concealed from their opponents (see Advanced Rules A and B).

11. Does the zoologist take part in the play?

Yes, of course. It is merely an additional administrative role to look after the uncollected wildlife cards.

12. Must the zoologist tell players how many wildlife cards are left if asked?

Yes, at all times.

STANDARD RULES

Players take the role of conservation officers who need to get endangered species for their zoos. The object of the game is to collect the highest scoring hand of wildlife cards.

1. Remove all contents from the box, which serves as a dice arena during play. Shuffle the six zoo collection cards and deal one face-up to each player. Each player also receives one zoo transfer card. Set aside the 18 wildlife cards, grouping each species together. One player should be designated as zoologist to hand these cards out when required.

2. Play starts to the left of the zoologist and continues clockwise. Each player in turn attempts to throw three or more of a kind in a maximum of three rolls, although a player may wish to stop after the first or second roll. For the first roll all six dice are thrown into the dice arena. For the second and third rolls a player may throw any or all of the dice again.

3. If three or more symbols of the same species are obtained, the player collects a wildlife card of that species. If two different three-of-a-kinds are obtained, the player collects a wildlife card of both species.

4. If a player is entitled to a wildlife card but none remain for that species, a zoo transfer card may be used. This allows a player to take the appropriate wildlife card from any opponent. There is one exception: wildlife cards cannot be taken if they are part of a completed zoo collection (see Rule 5). Once played, the zoo transfer card is discarded and cannot be used again. The game is often won by players who use this card strategically.

5. If a player collects all three wildlife cards shown on the player's zoo collection card, the four cards are placed face down together. These species have been successfully delivered to the player's zoo and earn the bonus points shown on the card.

6. The game ends when all but three wildlife cards have been collected. The players add up the points on all the wildlife cards they hold, including any zoo bonus. The winner is the player with the most points. If one or more players have the same score, the winner is the player with the greatest number of wildlife cards.

ADVANCED RULES – OPTIONS FOR VARYING THE GAME

A. Secret zoo collection cards

Players can decide beforehand not to reveal their zoo collection cards. If so, the zoo collection cards are kept face down and are only revealed when a zoo collection has been successfully completed.

B. Playing blind

As an added challenge experienced players may opt to keep all their wildlife cards face down too. This means that players must remember which players have collected which species. This is a demanding memory game even for two to three players.

C. Extended version

The game ends when all wildlife cards have been collected. The standard version ends when all but three wildlife cards have been collected for tactical reasons (see FAQ 9). On average the extended version will add a further ten minutes to the game playing time.

D. Abridged version

A shorter version of the game is possible: the game can end with as many six wildlife cards uncollected. Players must agree the end condition before play commences.

E. Multiple zoo collections

For games with two or three players, two zoo collection cards can be dealt at the start rather than one.

F. Unlimited zoo transfers

This means that whenever a player rolls a three or more of kind *and* there is no appropriate wildlife card left to collect the player may take a wildlife card from any opponent. The completed zoo collection exception still applies (see Rule 4). If players decide to play this variation then no zoo transfer cards need be dealt at the start of the game. Although this variation undoubtedly increases player interaction it somewhat reduces the tactical judgement of how and when to play the zoo transfer card.